

WHAT IS CLAIMED IS:

1. A centralized gaming system, comprising:
 - a central server system storing a plurality of games of chance and including a play engine; and
 - a plurality of remote display terminals linked to the central server system, each remote display terminal including a display;wherein in response to one of the games being selected for play at one of the remote display terminals, game play software for the selected game is loaded into and executed by the play engine to randomly select an outcome, and the outcome is visually represented on the display of the one of the remote display terminals.
2. The gaming system of claim 1, wherein each game includes audiovisual software, and wherein in response to one of the games being selected for play at one of the remote display terminals, the audiovisual software for the selected game is downloaded from the central server system to the one of the remote display terminals and is selectively executed at the one of the remote display terminals to visually represent the outcome on the display of the one of the remote display terminals.
3. The gaming system of claim 1, wherein each game includes audiovisual software selectively executed at the one of the remote display terminals to visually represent the outcome on the display of the one of the remote display terminals.
4. The gaming system of claim 1, wherein the game play software includes a random number generator for randomly selecting the outcome.
5. The gaming system of claim 1, wherein each remote display terminal includes upper and lower video displays, the upper video display depicting billboard indicia, the lower display visually representing the outcome.

6. The gaming system of claim 5, wherein the upper display is a flat panel display selected from a group consisting of a liquid crystal display (LCD), plasma display, field emission display, digital micromirror display (DMD), dot matrix display, and vacuum florescent display (VFD).

7. A centralized gaming system, comprising:

a central server system storing a plurality of games of chance and including a play engine; and

a display terminal remote from and linked to the central server system;

5 wherein in response to one of the games being selected for play at the display terminal, game play software for the selected game is loaded into and executed by the play engine to randomly select an outcome, and the outcome is visually represented on a display of the display terminal.

8. The gaming system of claim 7, wherein in response to one of the games being selected for play at the display terminal, audiovisual software for the selected game is downloaded from the central server system to the display terminal and is selectively executed at the display terminal to visually represent the outcome on the display of the
5 display terminal.

9. The gaming system of claim 7, wherein audiovisual software for the selected game is selectively executed at the display terminal to visually represent the outcome on the display of the display terminal.

10. The gaming system of claim 7, wherein in response to one of the games being selected for play at the display terminal, the display terminal informs the central server system of a version of any audiovisual software for the selected game already residing in the display terminal; and wherein if the version is up to date, the audiovisual
5 software is selectively executed at the display terminal to visually represent the outcome on the display of the display terminal; and wherein if the version is not up to date, updated audiovisual software for the selected game is downloaded from the central server system to the display terminal and is selectively executed at the display terminal to visually represent the outcome on the display of the display terminal.

11. The gaming system of claim 7, wherein in response to one of the games being selected for play at the display terminal, the central server system compares versions of audiovisual software for the selected game residing in the central server system and the display terminal; wherein if the versions match, the audiovisual software is selectively
5 executed at the display terminal to visually represent the outcome on the display of the display terminal; and wherein if the versions do not match, the audiovisual software in the central server system is downloaded to the display terminal and is selectively executed at the display terminal to visually represent the outcome on the display of the display terminal.

12. A centralized gaming system, comprising:
a central server system including a master game server and a game execution server, the master game server storing a plurality of games of chance; and
a display terminal remote from and linked to the central server system;
5 wherein in response to one of the games being selected for play at the display terminal, game play software for the selected game is loaded from the master game server into the game execution server and is executed by the game execution server to randomly select an outcome, and the outcome is visually represented on a display of the display terminal.

13. The gaming system of claim 12, further including a database server for storing game activity data based on the outcome.

14. A centralized gaming system, comprising:
a central server system including a master game server and a game execution server, the master game server storing a plurality of games of chance, each of the games including respective game play software and respective audiovisual software;
5 and
a display terminal remote from and linked to the central server system;
wherein in response to one of the games being selected for play at the display terminal, the game play software for the selected game is loaded from the master game server into the game execution server and is executed by the game execution server to
10 randomly select an outcome, and the audiovisual software for the selected game is

selectively executed at the display terminal to visually represent the outcome on a display of the display terminal.

15. The gaming system of claim 14, wherein in response to one of the games being selected for play at the display terminal, the master game server compares versions of the audiovisual software for the selected game residing in the master game server and the display terminal; wherein if the versions match, the audiovisual software is
5 selectively executed at the display terminal to visually represent the outcome on the display of the display terminal; and wherein if the versions do not match, the audiovisual software in the master game server is downloaded to the display terminal and is selectively executed at the display terminal to visually represent the outcome on the display of the display terminal.

16. The gaming system of claim 14, further including a database server for storing game activity data based on the outcome.

17. A method of executing a game of chance, comprising:
providing a central server system storing a plurality of games of chance and including a play engine;
providing a plurality of display terminals remote from and linked to the central
5 server system;
receiving a player's selection of one of the games to be played at one of the display terminals;
loading game play software for the selected game into the play engine;
executing the game play software in the play engine to randomly select an
10 outcome; and
visually representing the outcome on a display of the one of the display terminals.

18. The method of claim 17, wherein the step of executing the game play software includes generating a random number for randomly selecting the outcome.

19. The method of claim 17, further including selectively executing audiovisual software for the selected game at the one of the display terminals to visually represent the outcome on the display of the one of the display terminals.

20. The method of claim 19, further including downloading the audiovisual software from the central server system to the one of the display terminals prior to the step of selectively executing the audiovisual software.

21. The method of claim 17, further including comparing versions of audiovisual software for the selected game residing in the central server system and the one of the display terminals; if the versions match, selectively executing the audiovisual software at the one of the display terminals to visually represent the outcome on the display of the one of the display terminals; and if the versions do not match, downloading the audiovisual software in the central server system to the one of the display terminals and selectively executing the audiovisual software at the one of the display terminals to visually represent the outcome on the display of the one of the display terminals.

22. A method of executing a game of chance, comprising:

providing a central server system including a master game server and a game execution server, the master game server storing a plurality of games of chance;

providing a plurality of display terminals remote from and linked to the central server system;

receiving a player's selection of one of the games to be played at one of the display terminals;

loading game play software for the selected game from the master game server into the game execution server;

executing the game play software in the game execution server to randomly select an outcome; and

visually representing the outcome on a display of the one of the display terminals.

23. The method of claim 22, further including selectively executing audiovisual software for the selected game at the one of the display terminals to visually represent the outcome on the display of the one of the display terminals.

24. The method of claim 23, further including downloading the audiovisual software from the central server system to the one of the display terminals prior to the step of selectively executing the audiovisual software.

25. The method of claim 22, further including comparing versions of audiovisual software for the selected game residing in the central server system and the one of the display terminals; if the versions match, selectively executing the audiovisual software at the one of the display terminals to visually represent the outcome on the display of the one of the display terminals; and if the versions do not match, downloading the audiovisual software in the central server system to the one of the display terminals and selectively executing the audiovisual software at the one of the display terminals to visually represent the outcome on the display of the one of the display terminals.

26. The method of claim 22, wherein the central server system includes a database server, and further including storing game activity based on the outcome in the database server.

27. A game-on-demand gaming system, comprising:

a central server system storing a plurality of games of chance; and

a plurality of gaming terminals remote from and linked to the central server system;

wherein in response to one of the games being selected for play at one of the gaming terminals, the central server system downloads at least some software for the selected game to the one of the gaming terminals so that the game can be played via the one of the gaming terminals, the selected game being concurrently playable via another of the gaming terminals.

28. The gaming system of claim 27, wherein the downloaded software includes game play software.

29. The gaming system of claim 27, wherein the downloaded software includes audiovisual software but not game play software.

30. The gaming system of claim 27, wherein each gaming terminal includes a video display for displaying a plurality of game selection indicia associated with the respective games.

31. The gaming system of claim 30, wherein the plurality of game selection indicia are displayed on the video display in response to the gaming terminal being idle for a predetermined period of time.

32. A method of operating gaming terminals, each gaming terminal being remote from and linked to a central server system storing a plurality of games of chance, the method comprising:

receiving a player's selection of one of the games to be played at one of the gaming terminals; and

downloading at least some software for the selected game from the central server system to the one of the gaming terminals so that the game can be played via the one of the gaming terminals, the selected game being concurrently playable via another of the gaming terminals.

33. The method of claim 32, further including receiving a wager at the one of the gaming terminals to play the selected game.

34. The method of claim 32, wherein the downloaded software includes game play software.

35. The method of claim 32, wherein the downloaded software includes audiovisual software but not game play software.

36. The method of claim 32, further including executing the selected game to randomly select an outcome, and visually representing the outcome on a display of the one of the gaming terminals.

37. The method of claim 32, further including displaying a plurality of game selection indicia associated with the respective games on a display of each gaming terminal.

38. The method of claim 37, wherein the displaying step occurs in response to the respective gaming terminal being idle for a predetermined period of time.

39. A method of configuring remote gaming terminals that permit games of chance to be played in response to a wager, comprising:

coupling the remote gaming terminals to a central server system;

generating game activity data at the remote gaming terminals;

5 transmitting the game activity data to the central server system;

evaluating the game activity data; and

using the central server system to modify the remote gaming terminals based on the game activity data.

40. The method of claim 39, wherein the game activity data is selected from a group consisting of frequency of play of the remote gaming terminals and earnings generated by the remote gaming terminals.

41. The method of claim 39, wherein the step of evaluating the game activity data is performed by the central server system.

42. The method of claim 39, wherein the step of evaluating the game activity data is performed by a device or person external to the central server system.

43. The method of claim 39, wherein the step of using the central server system to modify the remote gaming terminals includes modifying the games of chance that can be played via the remote gaming terminals.

44. The method of claim 39, wherein the step of using the central server system to modify the remote gaming terminals includes modifying one or more of the following:
a selection of the games of chance available for play via the remote gaming terminals,
menus identifying the games of chance available for play via the remote gaming
5 terminals, the content of the games of chance, and math tables associated with the games of chance.

45. The method of claim 39, wherein the remote gaming terminals are arranged in groups, and wherein the step of using the central server system to modify the remote gaming terminals includes modifying the remote gaming terminals in the same group in a similar manner.

46. The method of claim 39, wherein the step of using the central server system to modify the remote gaming terminals includes making a modification effective for a limited period of time.

47. A gaming system comprising:
a plurality of remote gaming terminals for generating game activity data in response to wagers on games of chance played via the remote gaming terminals;
a central server system for receiving the game activity data and modifying the
5 remote gaming terminals based on the game activity data, the central server system being coupled to the remote gaming terminals; and
means for evaluating the game activity data received by the central server system.

48. The system of claim 47, wherein the game activity data is selected from a group consisting of frequency of play of the remote gaming terminals and earnings generated by the remote gaming terminals.

49. The system of claim 47, wherein the central server system includes the means for evaluating the game activity data.

50. The system of claim 47, wherein the central server system modifies the games of chance that can be played via the remote gaming terminals.

51. The system of claim 47, wherein the central server system modifies one or more of the following: a selection of the games of chance available for play via the remote gaming terminals, menus identifying the games of chance available for play via the remote gaming terminals, the content of the games of chance, and math tables
5 associated with the games of chance.

52. The system of claim 47, wherein the remote gaming terminals are arranged in groups, and wherein the central server system modifies the remote gaming terminals in the same group in a similar manner.

53. The system of claim 47, wherein the central server system makes a modification to the remote gaming terminals effective for a limited period of time.

54. A method of configuring remote gaming terminals that permit games of chance to be played in response to a wager, comprising:

coupling the remote gaming terminals to a central server system; and
using the central server system to modify the remote gaming terminals.